

Crossword

M ■ A ■ G ■ I ■ CTM

BY L&S COMPUTERWARE

PUT THE POWER OF
YOUR COMPUTER INTO
YOUR PUZZLE PASTIMES.

BY MINDSCAPE
SOFTWARE THAT CHALLENGES THE MIND

AlertTM



ALERT™

Crossword

M ■ A ■ G ■ I ■ C.®

Developed by L&S Computerware



MindScape, Inc.
3444 Dillingham Road
Northbrook, Illinois 60062
An SRI Company

Copyright © 1985 Mindscape, Inc.

All Rights Reserved.

Printed in the United States of America.

Alert is a trademark of Mindscape, Inc.

Crossword Magic is a trademark of L&S Computerware.

Apple is a registered trademark of Apple Computer, Inc.

Contents

Introduction 5

Getting Started 7

Main Menu Options 9

 Create a Puzzle 10

 Play a Puzzle 10

 Copy a Puzzle 15

 Rename a Puzzle 12

 Remove a Puzzle 16

 Edit a Puzzle 10

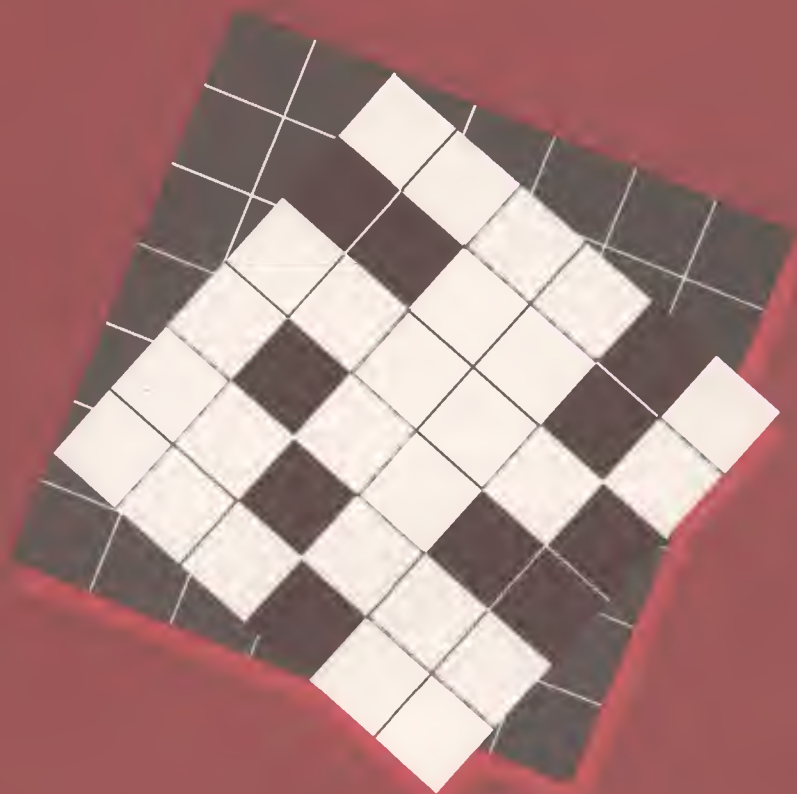
 Play a Puzzle 10

 Edit Program 19

Special Options 21

Helpful Crossword Clues 27

Crossword Puzzle Ideas 31



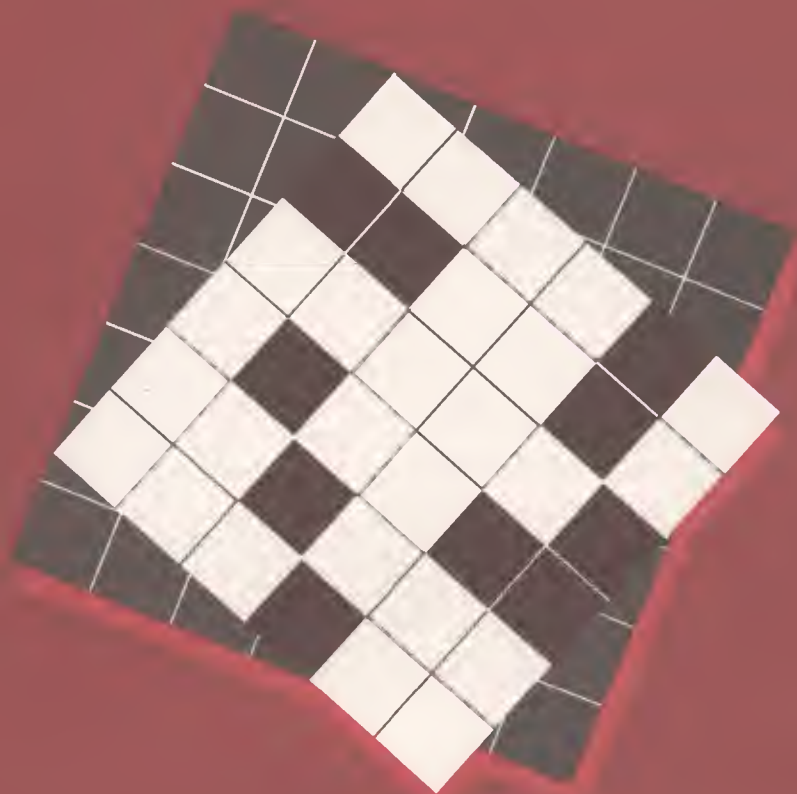


Introduction

Crossword puzzles have long been one of the world's most popular pastimes. They entertain, amuse, challenge, and stimulate, and each one is different from the next. Indeed, crossword puzzles cross the boundary from pastime to passion.

Now, not only can you work crossword puzzles, you can create and play them at home with your computer. **Crossword Magic** makes it simple: just provide the words and clues; **Crossword Magic** does the rest. You can make a puzzle, edit the words and clues, and then store it on a disk for later play or print it out on paper. Make study tools, a party game, or a clever greeting card. Or just enjoy challenging yourself or others with crossword puzzles. **Crossword Magic** is as practical or whimsical as you want it to be. Only your imagination limits you. The puzzle words are yours—the rest is **Crossword Magic**.

Crossword Magic, developed by L&S Computerware, is part of the **Alert** line of software published by Mindscape, Inc. The **Alert** product line illustrates Mindscape's dedication to producing challenging computer software that combines the best in entertainment and educational value.



Getting Started

Load the program according to the instructions on the Reference Card. When the program is loaded, the **Crossword Magic** title screen appears.

After a moment, the title screen disappears. It is replaced by the main menu, or list of activities. This menu contains the following options:

1. Create a puzzle
2. Print a puzzle
3. Copy a puzzle
4. Erase a puzzle
5. Finish a puzzle
6. Edit a puzzle
7. Play a puzzle
8. Exit program

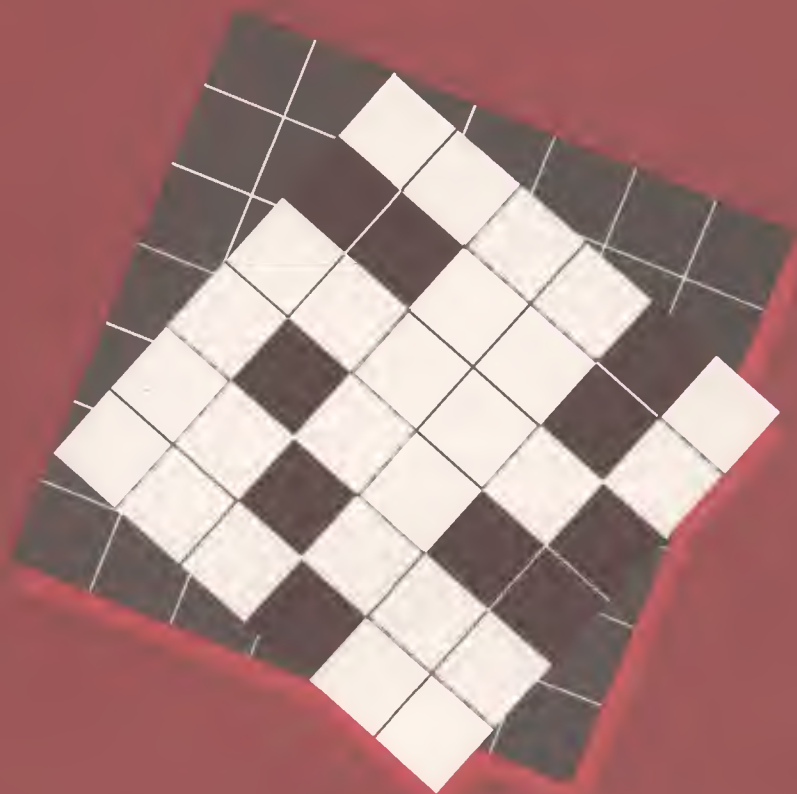
There are two primary ways to use **Crossword Magic**: creating a puzzle and playing a puzzle.

Choose 1 if you want to begin by making a puzzle. For crossword puzzle suggestions, see the "Crossword Puzzle Ideas" section in this guide.

Choose 7 if you want to begin by playing a puzzle. Play the puzzle on the computer, or, if you have a printer, print out the puzzle on paper and fill in the answers in pencil. There is one crossword puzzle, called "Crossword Magic Demo," provided on the program disk. All other puzzles that you play must be stored on, and loaded into the computer from, **Crossword Magic** storage disks that you create. See the "Play a Puzzle" section in this guide for more information.

Options 2-6 offer additional possibilities for working with puzzles. Once you finish making a puzzle, you can print it out (option 2), copy it from one disk to another (option 3), erase it from a storage disk (option 4), or edit it (option 6). To finish making or playing a puzzle that has been saved on a storage disk, choose option 5. To stop working on **Crossword Magic**, select option 8.

The following sections of this guide provide complete directions for making and playing puzzles and using all the other main menu options. Once you are familiar with the program, you may want to go directly to the "Helpful Crossword Clues" section for additional tips.



Main Menu Options

When you load the Crossword Magic program, you see the title screen and then the main menu, or list of things you can do. This section of the guide describes all these choices.

Crossword Magic 4.0

- (1) Create a puzzle
- (2) Print a puzzle
- (3) Copy a puzzle
- (4) Erase a puzzle
- (5) Finish a puzzle
- (6) Edit a puzzle
- (7) Play a puzzle
- (8) Exit program

Select (1-8) ☐

Throughout the program, pressing the **ESC** key displays a list of options available at that point; this guide refers to them as "Special Options." (Note to Commodore 64 and 128 users; use the **F1** key whenever the **ESC** key is referred to in this guide.) The Special Options are listed in this section at the points where they are available in the program. They are also discussed in detail later in a separate section that begins on p. 21, called "Special Options."

To begin making a crossword puzzle, select option 1, Create a puzzle, from the main menu. The Create a puzzle option will be highlighted and you will see this message, "Adjustable puzzle sizing (y/n)?" If you choose **n** (no), you are prompted to select the number of boxes across and down that you want your puzzle to be. If you predetermine your puzzle size in this way, you cannot enter a word that is longer than the longer side of the puzzle.

If you respond **y** (yes) to the adjustable sizing message, your puzzle size will "grow" with the words you add to your puzzle, up to a maximum word length of 20 characters. Whether you choose adjustable sizing or not, however, the program will automatically place the puzzle answers in the puzzle for you.

Choosing **y** to adjustable sizing takes you to the following screen:

1. SIZING

A . . 3

D . . 3

2. WORDS

A . . 0

D . . 0

3. UNUSED

0

4.

ENTER
ANSWERS

5. (flashing cursor) ☐



1. This keeps track of the size of the puzzle grid (number of boxes across and down in the grid) as it accommodates the words you enter.
2. This keeps track of the number of words you enter across (A) and down (D).
3. This keeps track of the number of words that do not fit as you try to enter them into the puzzle; a list of these words is kept in the Unused Words file.
4. The words in this box tell you what program mode you are currently in. The word ANSWERS refers to words that go into the puzzle. The word CLUES refers to the hints for each puzzle answer that are displayed at the bottom of the screen.
5. Enter words (answers) to the puzzle by typing them at the flashing cursor.
6. The puzzle begins at this size in adjustable sizing—three boxes square.

To begin creating your puzzle in adjustable sizing mode, type in a puzzle answer. It can be any word up to 20 characters. Before pressing RETURN, you can move the cursor backward with the left arrow key to erase characters. Characters are erased by the flashing cursor even though they appear to remain on the screen.

When you press RETURN, you will see that the erased letters do not appear in the puzzle.

If you want to retype a letter, press an arrow key to move the cursor on top of the letter. Then type the new letter over the old. When your word is as you want it, press RETURN to enter it to the puzzle. When the first word is entered, a message appears at the bottom of the screen: **CTRL-X BACKDATE, CTRL-R RELOCATE.**

Simultaneously pressing the **CTRL** (Control) and **X** keys removes the word you most recently entered into the puzzle. This word is always highlighted. After using the **CTRL-X** function to remove a word, the **CTRL-X** message disappears until you enter another word.

Enter another word. The computer searches for a position for this new word. If the new word fits into the puzzle, the word appears on the puzzle grid. This new word is now highlighted. At the bottom of the screen you will see **CTRL-X** and **CTRL-R**.

Simultaneously pressing the **CTRL** (Control) and **R** keys causes the computer to look for another position for the newly entered (highlighted) word. Both **CTRL-X** and **CTRL-R** affect the most recently entered (highlighted) word.

Continue adding words to your puzzle. If you type in a word that does not fit in the puzzle, you will hear a buzz (if the sound is on) and see the message, "Word does not fit yet." This word then becomes part of the Unused Words file. If you later add another word to the puzzle that allows an unused word to fit, both words appear in the puzzle at the same time, and both are highlighted.

It is also possible that more than one word from the Unused Words file could fit into the puzzle after a new puzzle answer is added. In this case, several words might be highlighted at once, and **CTRL-X** and **CTRL-R** would affect all highlighted words. Choosing **CTRL-X** removes all highlighted words from the puzzle; however, any word(s) from the Unused Words file are returned to the Unused Words file. If words from the Unused Words file never fit into the puzzle, they are erased when you go on to enter clues.

The options available to you from any point in the ENTER ANSWERS screen are Save . . . Unused words . . . Manual mode . . . Enter clues . . . Quit. See the Special Options section for explanations.

12 Entering Puzzle Clues

When you finish typing puzzle answers, press the ESC key. Then type **E** to enter clues. Type **y** to confirm when you see this message, "Enter clues (y/n)?" When you type **y**, the sign in the box in the lower part of the screen changes to "Enter Clues." The first puzzle answer you entered is highlighted on the puzzle grid, and a flashing cursor appears at the bottom of the screen, prompting you to type a clue for that answer.

Note: once you start typing clues, you cannot go back and enter more puzzle answers without erasing the clues you've already written.

Your Special Options at any point in the clue-entering process are
Save . . . Correct answers . . . Enter answers . . . Quit.

Enter the clue and press RETURN. The next puzzle answer is now highlighted on the puzzle grid. Type a clue for that answer, and so on. The same editing features available for entering puzzle answers are also available for entering clues. When all clues have been entered, the message in the box at the bottom of the screen changes to read "Puzzle Done."

The options available to you when the puzzle is done are
Save . . . Edit . . . Mark . . . Test Play . . . Print . . . Quit. See the Special Options section for explanations.

This option gives you several choices. You can print a copy of an empty puzzle with or without its clues, and with or without an alphabetized listing of puzzle answers (the words that actually go in the puzzle). You can also print an answer puzzle. If you choose to print all these features, the puzzle title will appear on top of the page, with the empty puzzle beneath it. The clues and the alphabetized listing of answers will be printed below the puzzle. The answer puzzle will be printed at the bottom.

When you select option 2, Print a Puzzle, from the main menu, the program prompts you to insert the storage disk containing the puzzle you want to print in the first drive. (The program assumes that you are using a one-drive system. If you have two disk drives, you can change the disk drive settings, keeping the program disk in the first drive and then putting the storage disk in the second drive, thus eliminating disk-swapping. See the Reference Card for more information.)

Insert your storage disk and press RETURN. You will see a catalog listing of all the puzzles saved on the disk. Up to 20 puzzles can be stored on one disk. Only completed puzzles, those with all answers and clues entered, can be printed. Therefore, only those completed puzzles are given numbers in the catalog list. Type the number of the puzzle you want to print and press RETURN.

When you type the number and press RETURN, the puzzle appears on the screen along with this message: "Print this puzzle (y/n)?" **n** returns you to the main menu. If you choose **y**, a list of printing options is displayed similar to the list below. First, specify the printer you are using. Type **A** to see the list of available printers (also printed on the Reference Card). Then type the letter next to the name of the printer you have.

Current Printer Settings

- (A) **Printer . . . (your printer)**
- (B) **I/O Card . . . (The interface card, if applicable)**
- (C) **Line Feed . . . YES**
- (D) **Slot number . . . 1**

Current Print Mode

- (E) **Puzzle (the empty puzzle) YES**
 - (F) **Clues (the puzzle's clues) YES**
 - (G) **List (a list of the words used in the puzzle) YES**
 - (H) **Answers (the puzzle answer key) YES**
 - (I) **Blackouts (solid fill-ins of the boxes not containing characters) YES**
 - (J) **Box numbers (numbers that indicate correspondence between puzzle answers and clues) YES**
 - (K) **Section wait (computer automatically stops after printing each section to allow you to adjust paper so each section is on a separate sheet) YES**
 - (L) **Copies (number of copies you want to print) 1**
-

On some machines, you will also need to specify which printer card you have. As long as you continue to use the same printer and printer card, you will not have to reenter this information because **Crossword Magic** will remember it. See the Reference Card for a listing of the printers and printer interface cards that are compatible with this program.

After you indicate your printer (and interface card), you return to the printing options screen. Do the "Line feed" setting next. If your printer automatically feeds the paper through the printer, press **C** to change the Line feed setting to "NO," since the program will not be required to feed the paper. If you answer "YES" in this case, you may get a double-spaced printed puzzle because there are two line feeds after each line—one line feed that your printer inserts and one that the program inserts. If your printer does not automatically feed the paper through the printer, leave the setting on "YES." If you answer "NO" in this case, the puzzle may all be printed on a single line, since neither the printer nor the program will advance the paper after each line is printed.

Note: Settings A-D above will vary slightly depending on which computer you are using. See the Reference Card for specifics.

Now select your "Current Print Mode" settings. You can print any combination of puzzle, clues, word list, and answers, and you can change the combination each time you print if you want.

To change any print mode setting, type the letter of the setting you want to modify. If you want to change the List setting, for example, you would type **G**. When you type the letter **G**, the setting changes from YES (the list of puzzle answers will be printed) to NO (the list of puzzle answers will not be printed).

When all the settings are as you want them, press RETURN. Now put the **Crossword Magic** disk into the first drive and press RETURN. Adjust the paper in the printer and press RETURN again. Once you do so, the puzzle and/or other selections you made all print out.

If you leave the "Section Wait" setting on "YES" (Option K above), the printer will pause after each element (puzzle, clues, word list, answer puzzle) is printed. At each stage, you will be prompted to adjust the paper and press RETURN to continue printing. This allows you to move the paper up if you want the clues, word list, or the answer puzzle on separate sheets of paper. If you wish to stop printing at any point, press **ESC (RESTORE)** on the Commodore 64 and 128). The program returns you to the printer setting menu.

Your complete, printed puzzle will look slightly different from what you see on the screen. In your printed puzzle, numbers will appear in the puzzle boxes (corresponding to the clues), and all clues will appear below the puzzle in two lists, one for across and one for down. When puzzles are displayed on the screen, on the other hand, numbers do not appear in the puzzle boxes and only one clue appears at a time.

Copy a puzzle when you want to store a puzzle on another disk. Copying a puzzle transfers a copy of it to a different disk without erasing it from the original disk. To copy, choose option 3 from the main menu, insert the storage disk containing the puzzle you want to transfer, and press RETURN. From the list of puzzles given, type the number of the puzzle you want to transfer.

The puzzle you select appears on the screen with a message asking you to place your blank or storage disk (the disk you want the puzzle transferred to) into the drive and press RETURN. In a two-drive system, you can specify that you want the new storage disk to go in the second drive, thus eliminating the need to swap disks. (See the Reference Card for more information.) Upon pressing RETURN, your puzzle is copied (saved) to the new storage disk.

Copying does not erase a puzzle from the original storage disk; if you want to make more room on your original disk, you must delete a puzzle from the disk once you have copied it. Remember, too, that if the storage disk you are copying to has not received special **Crossword Magic** formatting, the disk will be formatted at the same time that the puzzle is copied. This will erase anything that is on the new storage disk. However, before the actual **Crossword Magic** formatting occurs, you will always see a message warning you that formatting will erase everything on the new storage disk.

Erase a Puzzle

Erasing a puzzle deletes it from the disk it is saved on. Select option 4 from the main menu. You will see a message telling you to place the disk with the puzzle you want to erase in the drive. (Again, for those with two-drive systems, the second drive can be used here for the storage disk.) Pressing RETURN takes you to the catalog of puzzles on that disk.

Select the number of the puzzle you want removed from the disk and press RETURN. The puzzle loads into the computer and appears on the screen along with this message: "Erase this puzzle (y/n)?" Type **y** if you are sure you want to erase the puzzle. Type **n** if you change your mind and don't want to delete it.

Choose option 5 from the main menu when you want to finish making or finish playing a puzzle. After selecting option 5, insert the storage disk that contains the puzzle you want to complete, and press RETURN.

A catalog, or list, of the unfinished puzzles will appear. Each numbered puzzle title will have "(inc)" or initials following the title. If you have not finished making a puzzle, its puzzle title will be followed by "(inc)" for incomplete. If you have not finished playing a puzzle, the title will be followed by initials. When you are playing a puzzle and want to save your progress before finishing the puzzle, you type your initials after the puzzle title when you save. See the "Save" section for further explanation.

Select an incomplete puzzle and press RETURN; the puzzle appears on the screen. If you have decided to finish making a puzzle, an Enter Answers or Enter Clues message appears in the mode box on the screen. If you wish to switch between the Enter Answers screen and the Enter Clues screen, press **ESC** and choose either Enter Answers or Enter Clues, whichever is appropriate. The options available are described under Enter Answers and Enter Clues in the "Special Options" section.

If you choose to finish **playing** a puzzle, a Play Puzzle message appears in the mode box. If you are **completing** puzzle play, your Special Options are **Save . . . Answers . . . Quit**.

If after playing or adding to a puzzle, you quit without saving first, a message will remind you to save your work. If you choose to restart the program without saving your work, the original puzzle will not be lost, but what you have added to it in the current work session will be lost.

You can always save the puzzle again under the same or a different name, either completed or at a further stage of progress. If you decide to save a still-incomplete puzzle at a further stage of progress, this message will be displayed: "Name it (name of puzzle) (y/n)?" If you type **y** to save it again under the same name, the original puzzle you saved will be erased from the disk and replaced by the new one. If you type **n** and then save your still-incomplete puzzle under a different puzzle name, both the original incomplete puzzle you saved and the updated puzzle with a different name will be saved. If you complete the puzzle and save it under the same or a different name, the completed puzzle will be saved, and the incomplete puzzle will remain on the disk.

If you decide to save your progress before you finish playing a puzzle, you will see an additional message after you type a title for the puzzle: "Enter your initials: . . . then RETURN." If you saved the puzzle once before at an earlier stage while playing it, you will see this message: "(Puzzle title) abc is on disk. Copy over with this puzzle (y/n)?" ("Puzzle title" is the name of your puzzle and "abc" represents your initials.) If you type **y**, the updated puzzle will replace the old. If you type **n**, the updated puzzle will be saved and the old puzzle will remain on the disk.

Choose option 6, Edit a Puzzle, when you want to review or change clues or answers in a previously completed puzzle. After selecting 6 from the main menu, insert the appropriate storage disk and press RETURN to see the list of puzzles on the disk. Select the number of the puzzle you want to edit and press RETURN.

Note: if you want to finish or change an incomplete puzzle, choose option 5, Finish a Puzzle. Only completed, numbered puzzles can be edited.

The completed puzzle that you chose appears on the screen with an answer highlighted and its clue on the screen. Your options while reviewing clues and answers in the Edit mode are Save . . . Retype clue . . . Correct answers . . . Leave edit . . . Enter answers . . . Quit.

If that clue/answer combination is the way you want it, press RETURN to continue. If you want to change the clue in any way, press **ESC**. Then type **R** (to Retype clue). If you want to change the answer to that clue, press **ESC**, then type **C** (for correct answers). When you finish correcting the clue or answer, press **ESC** again to continue reviewing. After cycling through each clue/answer combination, a "Puzzle Done" message appears. Your options at this point are Save . . . Edit . . . Mark . . . Test play . . . Print . . . Quit.

To play a completed puzzle that is stored on any disk, choose option 7 from the main menu. Then insert the storage disk containing the puzzle you want to play and press RETURN. The catalog of puzzles stored on that disk appears; all completed puzzles are numbered. You can select any completed puzzle or any puzzle that was saved with play in progress. The play-in-progress puzzles have initials after the title. Choose the number of the puzzle you want to play and press RETURN.

Note: The program disk contains one puzzle, "Crossword Magic Demo," that can be played. All other puzzles must be stored on properly formatted storage disks. See the "Save" section for additional information.

The empty (or partially empty) puzzle appears on the screen. A clue appears at the bottom of the screen next to the word "Across" or "Down." This clue corresponds to its answer in the puzzle grid; the answer's position is indicated by the flashing cursor in the puzzle grid. Type the answer for that clue into the puzzle.

If the cursor is not positioned at the first letter of the answer, use the arrow keys to move the cursor to the beginning of the word before typing the answer. Change a character by typing over it with another character. Erase by pressing RETURN.

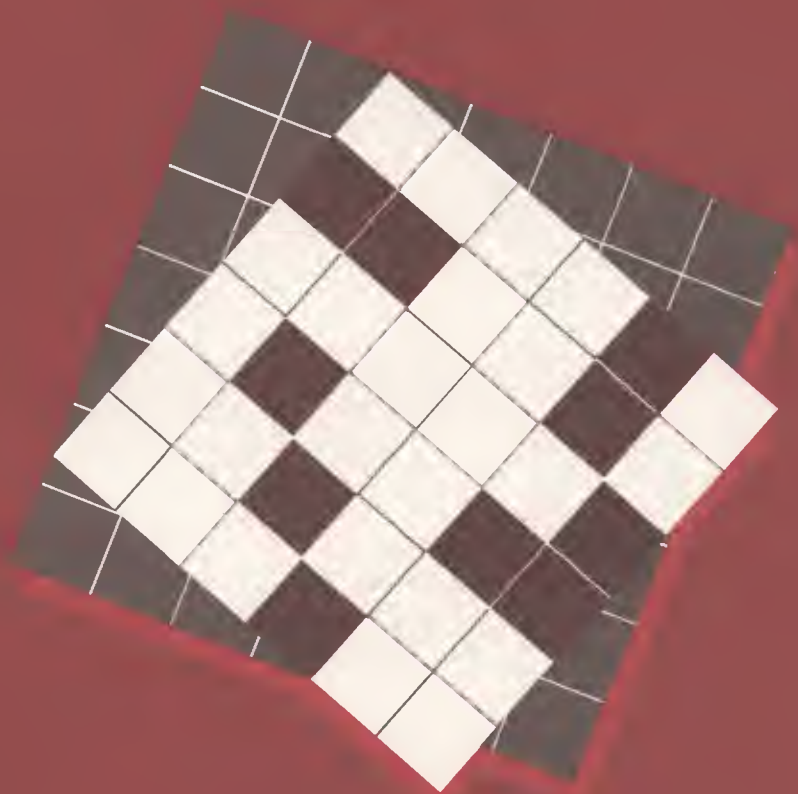
Move the cursor to another part of the puzzle (and therefore a different clue) by using the arrow keys. Use the space bar to change the typing direction of the cursor. On a computer with only two (horizontal) arrow keys, also use the space bar to change cursor movement from vertical to horizontal or vice versa. Your Special Options at this point are **Save . . .**, **Answers . . .**, **Quit**.

Crossword Magic makes the puzzle answers available to you at any time, either during or after playing your puzzle. To see the correct answers, press **ESC** and then type **A** for Answers. You will see this message: "Quit playing and see answers (y/n)?"

If you change your mind and want to continue playing the puzzle, type **n**. If you type **y**, the program displays the correct answers to the puzzle, highlights your correct answers, and displays your score (percentage of correct answers). Press RETURN once to see your answers displayed in the puzzle. Press RETURN again to see all correct answers. Once you decide to see the answers, you cannot go back and continue playing the puzzle. Use the arrow keys and the space bar to review the clues one at a time. If your answers are all correct, the computer rewards you with a beep and the message "Perfect Score."

When you are finished with the puzzle, press **ESC**. This question appears: "Finished playing (y/n)?" Typing **y** restarts the program. Typing **n** lets you continue reviewing clues.

Choosing option 8 from the main menu takes you to a blank screen. This allows you to leave the program without turning the computer off.



Special Options

Pressing the **ESC** key from almost any point in the program results in a screen display of options currently available. You have access to most options from several points in the program. To choose any of these options, press **ESC**, then type the first letter of the option. For example, press **ESC**, then type **S** to select the Save option. Following are descriptions of how each of the Special Options works, and from what point(s) in the program each is available.

Manual Mode

1. Available from any point in the Enter Answers screen. Press **ESC**, then type **M** (for Manual mode).

Manual mode lets you change words in a puzzle or add more words by typing them directly into the puzzle. The Manual mode screen shows the puzzle with the cursor flashing on one of the boxes. At the bottom of the screen you see:

MANUAL
MODE

Ctrl-Adjust on/off . . . RETURN to erase . . .
Press ESC to exit.

Use the Manual mode to:

- make corrections to words in your puzzle by typing over letters with other letters
- type words directly into the puzzle
- erase words from puzzle
- change the size of the puzzle grid
- change the location of the answers, as a unit, in the puzzle

To change the size of the puzzle grid and/or the location of the answers as a unit, press **Ctrl-A** to turn the Adjust function on. Press **Ctrl-A** again if you want to turn it off. When Adjust is on, move the cursor to one side of the puzzle with an arrow key. When the cursor reaches the side of the grid, press the left or right arrow key to make the puzzle grid expand horizontally, or press the up or down arrow keys to make the grid expand

vertically. When the grid reaches its maximum number of boxes (20), continuing to press the same arrow key moves the answers on the puzzle, as a unit, in the opposite direction of the arrow key you are using.

To keep the position of the answers or the size of the grid as you've changed it, turn **Adjust** off before pressing **ESC** to go back to the playing screen. If you press **ESC** with the **Adjust** function still on, the puzzle size may be reduced.

Quit

1. Available from the Enter Answers screen, both before and after words are entered to a puzzle.
2. Available from the Enter Clues screen, both before and after clues are entered.
3. Available when a puzzle is completed.
4. Available during or after editing or reviewing clues in the Edit mode.
5. Available while playing a puzzle.
6. Available during Test play.

Choose **Quit** to return to the main menu. If you type **Q** (for **Quit**) before saving a puzzle on a disk, you will see a message asking if you want to restart the program and a warning that if you do restart, your work on the puzzle will not be saved on a disk. If you save before choosing **Q**, your work on the puzzle will be saved on a disk, and the program will take you back to the main menu.

Unused Words

1. Available from any point in the Enter Answers screen.

Press **ESC**, then type **U** to see the Unused Words file. This is a list of any words that did not fit when you tried to add them to your puzzle. If you enter a new word in the automatic mode that makes it possible for any unused word to fit, the unused word is automatically added to the puzzle at the same time as the new word. All unused words in the file are erased when you go on to enter clues.

Available from the Unused Words screen are three special options:
Type . . . Print . . . Delete.

The Unused Words file can consist of hundreds of words; they are displayed in groups of 10. After seeing the first group of 10 words, use the arrow keys to see other words. Choose **T** to type words directly into the Unused Words file. Choose **P** to print the Unused Words file. Choose **D** to delete a word from this file. Use the arrow keys to highlight the word you want deleted, then press the **Ctrl** and **D** keys simultaneously.

1. Available from any point in the Enter Answers screen.
2. Available from the Enter Clues screen.
3. Available from the Edit screen, during or after editing a puzzle.
4. Available from the Play Puzzle screen.
5. Available from the Puzzle Done screen.
6. Available during Test play.

To save, press **ESC**, then type **S**. A message will appear asking you to insert a blank disk or storage disk and press RETURN. (You cannot save puzzles on the **Crossword Magic** program disk.) Once you insert a storage disk and press RETURN, you are prompted to type in a name for the puzzle or use the same name again if you saved it earlier. If you want to see a list of puzzles already saved on that disk, press **Ctrl-C** from the screen where you type a puzzle name.

If the disk is not formatted as a **Crossword Magic** storage disk, you will see this message: "This is not a storage disk. Would you like to create one (y/n)?" Choosing **n** takes you back to the screen where you were when you decided to save. If you choose **y**, another message warns you that creating a **Crossword Magic** storage disk erases what is on the disk and asks you if you want to proceed. Make sure that the information on your disk (if it's not blank) is expendable before going on. The program simultaneously formats the storage disk and saves the puzzle. Once you create a **Crossword Magic** storage disk, you can save additional puzzles onto it.

When the disk is formatted and the puzzle is saved, you are asked to press RETURN to go on. Pressing RETURN takes you back to the screen from which you accessed Save.

If the storage disk you use is already formatted as a **Crossword Magic** disk, you simply have to name the puzzle or choose to use the same name if you've already named the puzzle. Duplicating a name saves the updated puzzle and deletes the previous one under the same name.

If you are saving an incomplete puzzle, one with words or clues still to be added, the puzzle is saved with the letters "inc" (for incomplete) next to the title. If you are saving a puzzle with play in progress, it is saved with the initials you type in next to the title.

Storage disks can hold 20 **Crossword Magic** puzzles. If you try to save a twenty-first puzzle, you will see a "disk full" message. At that point, you can erase one or more puzzles on the storage disk to make room for the new puzzle or create another storage disk for the new puzzle.

Enter Clues

1. Available from any point in the Enter Answers screen.

Press **ESC**, then type **E** (for Enter clues) when you've typed all your answers and are ready to supply clues. If there are words in the Unused Words file, a message warns you that entering clues erases all words in

the file and asks you if you want to proceed. Choose **y** if you're sure you are ready to enter clues. The screen that appears will look the same as the Enter Answers screen except the prompt at the bottom left is "Clue:" and the mode box shows: "Enter Clues."

Give a clue for the puzzle answer that is highlighted. Clues can be any combination of words, phrases, or sentences, but cannot exceed 98 characters. Press RETURN when your clue is complete.

The box number of the highlighted answer is indicated in the upper left corner of the screen. This gives the number this answer and corresponding clue will have in the printed puzzle.

Important: Once you decide to enter clues, you can't go back from the Enter Clues screen to enter more answers without erasing any clues you may have typed.

At any point in this clue-entering process, your **Special Options** are **Save . . . Correct answers . . . Enter answers . . . Quit.**

When you've entered all your clues, you'll see a message in the mode box that says: "Puzzle Done."

At this point, your **Special Options** are **Save . . . Edit . . . Mark . . . Test play . . . Print . . . Quit.**

Enter Answers

1. Available from the Enter Clues screen, before all clues are entered.
2. Available from the Edit screen, before all clues are reviewed.

Press **ESC**, then **E** to Enter Answers if you want to add more words to your puzzle or if you selected Enter Clues accidentally. When you choose **E**, you are asked if you want to enter more answers to the puzzle and are warned, if any clues have been entered, that entering answers erases clues. Choosing **y** returns you to the Enter Answers screen; choosing **n** returns you to the screen from which you accessed your Special Options.

Print

1. Available from the main menu.
2. Available from the Puzzle Done screen, after all clues are entered.

For more information on printing puzzles, see the Reference Card and see "Print a Puzzle" on p. 13 of this guide.

Note: The Unused words file can also be printed. From the Unused Words file screen, type **P** for Print. Then set printer options.

Press **ESC**, then type **R** to revise the clue for the word that is currently highlighted. Revise clues by typing over existing clues; move the cursor with the right and left arrow keys, then retype letters. After you change the clue, you are returned to the Review Clues screen. Each time you want to change a clue, you must press **ESC**, type **R** to Retype clue, and repeat this process.

Answers

1. Available while playing a puzzle.
2. Available from the Test Play screen.

Pressing **ESC**, then **A** for Answers shows you the message, "Quit playing and see Answers (y/n)?" If you type **n**, play continues. If you type **y**, you will see a completed puzzle with correct answers and your score. Your correct answers will be highlighted in the puzzle. **You cannot go back and continue to play at this point.** But you can review clues and answers.

To review clues, use the arrow keys to move the cursor around inside the puzzle. As you move the cursor from answer to answer in the puzzle, the corresponding clue appears simultaneously on the screen, depending on cursor direction and placement. Only one clue appears on the screen at a time. Press the space bar or the arrow keys to change the direction of the cursor. Press RETURN to see the puzzle grid with only your answers appearing. Press RETURN again to see all the correct answers, with your correct answers highlighted.

When you're through, press **ESC**; you're asked if you are finished playing. Choosing **n** sends you back to the "Puzzle Answers" screen. Choosing **y** returns you to the main menu if you have been playing a puzzle or to the Special Options if you have been doing a Test Play. Your Special Options after a Test Play are Save . . . Edit . . . Mark . . . Test play . . . Print . . . Quit.

Correct Answers

1. Available while reviewing clues in the Edit mode.
2. Available from Enter Clues screen.

Press **ESC**, then **C** when you want to retype an answer in the puzzle. Use the arrow keys to move the cursor in the puzzle grid. When the cursor is on a letter, you can type another character over the character that is there. In Correct Answers mode, you cannot enter new answers into blank puzzle squares or add to the number of characters in your existing answers; you can only change existing characters.

Note: Unlike choosing the Enter Answers option from the Enter Clues screen, your clues will not be erased when you choose Correct Answers from the Enter Clues screen.

1. Available while reviewing clues in the Edit mode.

Typing **L** (to Leave edit) takes you to a "Puzzle Done" screen.

Here your options are Save . . . Edit . . . Mark . . . Test play . . . Print . . . Quit.

Mark

1. Available when puzzle is complete.

Choose **M** when you want to mark characters so that they appear in the puzzle grid when you play the puzzle or print it out. Marking a puzzle lets you give hints to make puzzle solving a little easier. You might want to mark the first letter of certain words. For example, if your clue is "the state capital of California," you could mark the first letter of the answer (S for Sacramento) in the appropriate box in the puzzle. Or you might want to indicate the need for a symbol (+, -, *, /, =) to a player.

Press RETURN when the cursor is on the character you want to be marked; it becomes highlighted on the screen. Use the arrow keys to move the cursor; use the space bar to change its direction. When you're done marking the puzzle, press **ESC** to return to the options Save . . . Edit . . . Mark . . . Test play . . . Print . . . Quit.

Test Play

1. Available when puzzle is completed.

Choose **T** to practice playing a puzzle. It works in the same way as regular puzzle play.

Special Options from the Test play screen are Save . . . Answers . . . Quit test.

Quit Test

1. Available from the Test play screen.

Choosing **Q** for Quit Test takes you to the options Save . . . Edit . . . Mark . . . Test play . . . Print . . . Quit.

Helpful Crossword Clues

1. The **ESC** key (**F1** on the Commodore 64 and 128) helps you get from place to place in the program. Always press **ESC** (the Escape key) to see a list of your current options. To choose an option, press the first letter of the option you want. Let's say you are creating a new puzzle. You are entering puzzle answers and want to see all the words in the Unused Words file. Press **ESC**, then **U** to see the Unused words file. Press **ESC** again to go back to entering puzzle answers.
2. Whenever you want to use a puzzle that is saved on a storage disk, first load the **Crossword Magic** disk and choose the option you want from the main menu (e.g., Play a Puzzle). Then insert the storage disk and select the puzzle you want.
3. While creating or editing a puzzle, enter all your puzzle answers first, then type all your clues. You may find it helpful to write down a list of each before you start creating the puzzle on the computer. Switching back and forth between entering answers and entering clues causes the clues or answers (whichever mode you are leaving) to be erased. For example, let's say that you have entered all your answers (the words that go in the puzzle) and are entering clues. You then decide that you want to enter some more puzzle answers. You press **ESC**, then **E** to enter answers. Once you go back to the enter answers screen, your clues are erased.
4. When creating a puzzle, it's a good idea to use larger words first. Use smaller words to fill the puzzle in.
5. A puzzle is not complete until all clues are entered. Incomplete puzzles cannot be printed or played.
6. When you use **CTRL-R** to relocate a word, any other highlighted words (words previously in the Unused words file) are returned to the Unused Words file when the most recent entry is relocated.
7. Pressing **CTRL-X** removes your most recently entered word from the puzzle. It also removes from the puzzle any word(s) taken from the Unused Words file that were inserted into the puzzle with your most recent entry. Unused words are put back into the Unused Words file.
8. You may have hundreds of words in the Unused Words file at one time. These words are also saved when you save a puzzle in progress.

9. To continue playing a partially-played puzzle, choose (7) Play a Puzzle or (5) Finish a Puzzle. Note that you can also choose (5) Finish a Puzzle if you want to finish making a puzzle. See the "Finish a Puzzle" section in this guide for more information.
 10. Boxlines and Blackouts (puzzle background) can be turned on and off by pressing **CTRL-B** when creating a puzzle or when printing a puzzle.
 11. We recommend printing a puzzle with no Blackouts because it saves printer ribbon.
 12. Sound can be turned on and off by pressing **CTRL-S**.
 13. Puzzles cannot be saved on the program disk; puzzles can be saved only on formatted storage disks.
 14. Erase characters on the puzzle grid by typing over them with other characters. To get the cursor into the puzzle from the Enter Answers screen, press **ESC**, then press **M** for Manual mode. To get the cursor into the puzzle when in Edit mode, press **ESC**, then press **C** for Correct answers.
 15. When typing answers and clues below the puzzle, erase letters by moving the cursor back over them with the left arrow key. The erased letters remain on the screen until you type over them with other characters or press RETURN.
 16. If you enter the Manual mode from the Enter Answers screen and make a change to the puzzle, the **CTRL-R** function, which normally lets you relocate your most recent entry to the puzzle, is unavailable when you return to the Enter Answers screen. The **CTRL-X** function, which lets you erase your most recent entry to the puzzle, is available, although no puzzle word is highlighted. **CTRL-X** removes whatever change you made in Manual mode. If no letters were changed in Manual mode, then the status of both **CTRL-X** and **CTRL-R** remain unchanged upon returning to the Enter Answers screen until you enter another word.
 17. Adding a word in Manual mode that allows a word from the Unused words file to fit does not cause that unused word to be added to the puzzle until another word is entered into the puzzle from the Enter Answers screen.
 18. A puzzle can include numbers (0-9) and signs and symbols (+, -, *, /, =) as well as letters (A-Z).
 19. Press **CTRL-C** to see a catalog listing of puzzles stored on the disk. When you finish creating a puzzle and press **S** to save it, the program asks you to type a name for your puzzle. **CTRL-C** is available at this point to let you check the other names on the disk.
-

20. If you choose any of the main menu options 2-7, you see a catalog listing of all the puzzles on the disk. Some of the puzzles will be numbered. Choose the puzzle you want to work with by typing its number.

Note: Some of the puzzles in the catalog may not be numbered, depending on which options you have selected. For example, if you choose (2) Print a Puzzle from the main menu, you will see a listing of all puzzles on your storage disk, including all finished and unfinished puzzles. But since **Crossword Magic** only lets you print **completed** puzzles, only the finished puzzles are numbered and available as choices when you print.

21. If you select an option from the main menu that has no puzzles available, you are shown the list of puzzles (without numbers) on the disk, but also a message that says "No puzzles to (whatever option you choose)." For example, if you have two completed puzzles and nothing else on your storage disk and choose (5) Finish a Puzzle from the main menu, you will see the two puzzles and a message that says, "No puzzles to finish. Press RETURN."
22. Whenever you see a message to insert a storage disk into the first drive, you can change the disk drive setting to the second drive. This allows you, in a two-drive system, to put the program disk in one drive and a storage disk in the other, thus eliminating the need to swap disks. The Reference Card explains how to do this.
23. When playing or test-playing a puzzle, use the arrow keys to move the cursor both horizontally and vertically in the puzzle grid. The space bar changes the cursor's typing direction. For example, if the cursor arrow is pointing across, press the space bar to change the cursor's typing direction to down. (On a computer with only two arrow keys, also use the space bar to change the direction of the cursor's movement from horizontal to vertical or vice versa.)
-



Crossword Puzzle Ideas

Here are a few ideas to help get you up and running with **Crossword Magic**. The possibilities are almost limitless. Create puzzles for your friends or for family members. Play puzzles that your friends or family make for you. Play the puzzles on the computer, or, if you have a printer, print them out on paper.

Create crossword puzzles:

1. to use as a party game. If you have a printer, print out several copies of the puzzle beforehand.
2. to use as a party invitation. The answers to the puzzle are the party specifics: date, time, place, attire, etc.
3. to help children with their school work. **Crossword Magic** can easily accommodate puzzles on foreign languages, social studies, language arts, science, and more.
4. for trivia contests. The winners are the people who solve the puzzles in the shortest period of time. Some suitable subjects are sports, movies, famous authors, historical figures, and famous musical composers.
5. to test your knowledge of current events—people and places in the news.
6. to make greeting cards. The “answers” to the puzzle spell out the card’s message.
7. on states and capitals in the U.S. or countries of the world. Make a puzzle whose answers consist of all the cities, states, or even countries that you or your family have been to.

